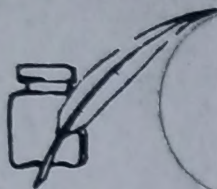


BRILEY SOFTWARE

CBM-64

DINNER'S ON!



SAMPLE DEALER COPY
(NOT FOR SALE)

©

P.O. BOX 2913
LIVERMORE, CA 94550

```
0 "DINR/C64 BRILEY " 91 2A
4 "DOS 5.1" PRG
1 "C-64 WEDGE" PRG
19 "DINNR.C64 840115" PRG
13 "GMART.C64 840115" PRG
627 BLOCKS FREE.
```

READY.

KITCHEN HELPERS 01/84
LOAD AND RUN WEDGE FIRST
TO USE C64 SHORTCUT COMMANDS
...DO NOT WRITE TO THIS DISK

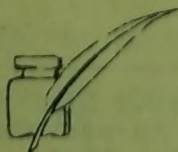
Commodore 64™

GROCERY MART

By William R. Connell

- For the Family Shopper
- Saves Time and Money
- Helps Budget Grocery Costs
- Become a Price Conscious Shopper
- Audit Checkout Accuracy
- Easy to Read Shopping List
- List in Order You Will Shop
- Can Track Price Increases
- Item and Price Update Made Easy
- Provides Master List for Reference
- Optional Printer and Disk Usage
- Put Your Computer to Work!

SAMPLE DEALER COPY
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P.O. BOX 2913
LIVERMORE, CALIFORNIA 94550

GROCERY MART

© 1980, Harry H. Briley

If you have a printer, turn it on in preparation for program operation.

PROGRAM OPERATION

The first question the computer asks is PRINTER? Type in Y for yes if you have a printer, If you don't then type in a N for no. Do not hit return.

The next instruction appearing will be "enter today's date". Enter the date by any method, i.e. 4/23/82 or MAR 7 1983. Hit return.

The computer will ask if you want a "MASTER LIST". Press return and the sample Master List will be listed out at your printer.

MASTER LIST

07/03/81

DENTAL DEPARTMENT

C1 CREST C2 LISTERINE 18Z C3 SCOPE C4 AQUA FRESH

DAIRY DEPARTMENT

E1 SKIM MK 1/2 E2 2% MILK 1/2 E3 2% MILK GAL E4 YOGURT
E5 LRG EGGS E6 CUBE MARG

BREAKFAST DEPARTMENT

J1 GRAPE NUTS J2 RAISIN BRAN J3 LIFE J4 CHELRIOS

CHIPS & COOKIES DEPARTMENT

Q1 CHEETOS 6PK Q2 POP CORN Q3 CRACKERS Q4 WALNUTS
Q5 MARGHAMALLOW Q6 WHEAT THINS Q8 LTL DEBBIE Q9 ZINGERS
Q10 TRAIL MIX

Figure 1.

Later you will learn how to prepare a Master List of this type for your own Grocery List. This list is to serve as a reference for entering your own Grocery Shopping List.

PREPARE SHOPPING LIST

Type RUN and the program will again ask if you have a printer. Type a Y for yes or N for no. Do not hit Return. Enter today's date and hit Return. When the program asks if you want a "Master List" type in a N and press Return.

ENTERING SHOPPING LIST

The computer will ask for the QUANTITY AND CODE. Refer to the sample Master List just printed for computer entry. Note that the computer is asking for and expecting two entries, i.e. 1, C3. Secondly, the blinking cursor is setting over a 1. If you want only one of an item simply press Return. Now you will see two?? At this point type the code for the wanted grocery item, i.e. C3. Now you are ready for a second item. Repeat the above procedure for each item you want on your list. Note, if you want some other quantity than one, simply type that number and hit Return. After entering the last item, tell the computer to stop by typing a 0, END and press Return.

IMPORTANT --- Items must be entered in order from your Master List from top to bottom going across left to right like you read a book. If you enter a code out of sequence, or a non-existent code, the computer will print out an error message and this item will not be included on your list print-out.

If you accidentally miss an item and then discover it, Rerun your program if you are near the beginning, or write it in by hand after running.

The computer will now ask if you have any coupons. Type Y for yes or N for no. If you have entered "yes," the computer will ask for the COUPON \$. Enter the amount and hit Return, enter a 0 to stop after you have entered your last coupon value to exit this option.

PRINTER? Y

ENTER TODAY'S DATE? 07/03/81

DO YOU WANT MASTER LIST? N

GROCERY LIST INPUT

ENTER 'Q' QTY. & 'END' FOR LAST ITEM

QTY.CODE? 1

?? C2

QTY.CODE? 1

?? C4

QTY.CODE? 3,E2

QTY.CODE? 0,END

DO YOU HAVE COUPONS? Y

ENTER 'Q' TO STOP

COUPON \$? .25

COUPON \$? 0

Figure 2.

If your printer is turned on, it will now print out the sample Grocery List entered. The printed listing should resemble that of Figure 3. If it doesn't you may have entered a code out of sequence or a non-existent code.

GROCERY LIST

07/03/81

QTY ITEM DESCRIPTION AMOUNT

DENTAL DEPARTMENT

✓ 000 Dental Files
 ✓ 01 - LISTERINE 18Z 1.19
 ✓ 01 - AQUA FRESH98

DAIRY DEPARTMENT

000
 01 - 2% MILK 1/2 2.82
 ✓ 01 - 2% MILK GAL 1.83

BREAKFAST DEPARTMENT

000
 ✓ 01 - GRAPE NUTS 1.40
 ✓ 01 - LIFE 1.43

CHIPS & COOKIES DEPARTMENT

000
 ✓ 01 - POP CORN88
 ✓ 01 - WHEAT THINS 1.20

10 ITEMS SUB TOTAL \$ 11.73

FOOD TAX \$.00
 MDSE TAX \$.14
 COUPONS - \$ -.25

GRND TOTAL \$ 11.62

AVG ITEM COST INDEX \$ 1.17

CUT HERE

Figure 3.

NOW LET'S GO TO YOUR GROCERY STORE

With notebook in hand, pick out your favorite grocery store and proceed to prepare your data base list. When you enter the store, give some thought to the travel path you want to follow through the store, before heading to the checkout register. As you commence your journey through the store, note the department name and whether it is a merchandise or food department. Now simply write down all the grocery items and their corresponding price of the items you normally buy. When you get all through you will probably find this to be between 100 to 150 items. You can always add to it later as you think of more items the next time you go shopping.

Once you have recorded the departments in the store, and the grocery items and prices, then you will want to assign an Alpha and number code to each item. (See Figure 4) As you add more items to your list you may not always want to add to the end of that department, but say in the middle, this is okay, and the code number being out of numeric sequence will not change the orderly running of your program.

MASTER LIST WORKSHEET

FOOD TAX - 0%
 MERCH TAX - 6 1/2%

DENTAL, M, 0

C1	Crest	1.06	C3	Scope	1.61
C2	Listerine 18Z	1.19	C4	Aqua Fresh	.98

DAIRY, F, 0

E1	SKIM MK 1/2	.82	E4	Yogurt	.35
E2	2% Milk 1/2	.94	E5	Lrg Eggs	.75
E3	2% Milk Gal	1.83	E6	Cube Marg	.56

BREAKFAST, F, 0

J1	Grape Nuts	1.40	J3	Life	1.43
J2	Raisin Bran	1.45	J4	Cheerios	1.14

CHIPS & COOKIES, F, 0

Q1	Cheetos 6Pk	.79	Q6	Wheat Thins	1.20
Q2	Pop Corn	.88	Q7	Chips	.98
Q3	Crackers	.82	Q8	Lt'l. Debbie	.79
Q4	Walnuts	2.37	Q9	Fingers	1.19
Q5	Marshmallow	.42	Q10	Trail Mix	2.05

Figure 4.

PREPARE YOUR OWN GROCERY LIST

Your program comes with some sample data statements to serve as a guide for you. You will note there are two types of data input; one, departments, and the second, grocery items. See examples below:

Type 1 - (departments)

DRUGS, M, Ø

BREAKFAST, F, Ø

PRODUCE, F, Ø

NOTE --- M=Merchandise and items in this department would be taxed at your appropriate state tax, variable "B" line 10 in the program.

F=Food items in this department and all items will be taxed at your appropriate state tax, variable "A" line 10. If there is no tax on food in your state then change the value to zero.

Type 2 - (grocery items)

A4, TYLENOL, .97

J5, CHEERIOS, 1.14

S7, APPLES .55#, .23

The letter and number serve as an input code to the computer, thus saving the time of typing in the grocery item name. For clarity you will want to use the same Alpha letter for all the items in a department, i.e. A1,A2,A3,A10,A11, etc. The next item in the series of three is the description of the grocery item. This field should be limited to a total of 15 characters including spaces. This means you w'll need to abbreviate some item descriptions.

The last item in the series is the price-per-item. This you will want to update if the price changes in the store. In the produce department you may choose to enter the price on an "each" basis or "per-pound" basis depending how you buy that particular item.

This program has been set to allow up to 100 item entries and 20 coupon entries. Refer to line# 10 of the program to make any changes. Variable "N" sets item entries and variable "R" sets coupon entries. To change the line, re-type it completely and tap the RETURN key. Now, when you type RUN, the program will allow as many entries as you specify. Line# 10 is currently set to:

10 A=0:B=.065:N=100:R=20 (Tax rates and allowed entries)

WARNING TO DISK AND C128 USERS

The enclosed program will only run on a Commodore 64 (or a Commodore 128 using the built-in C64 mode). It will NOT run in native C128 mode.

If a diskette is enclosed, please ignore instructions in the manual about cassette tape usage. Instead, you must look at the disk directory to obtain the name of the program.

```
LOAD"$Ø",8      -return-
LIST            -return-
LOAD"name-of-program",8 -return-
```

If only one program appears on the diskette, you can load the program directly. You must reinsert the diskette for this to work.

```
LOAD"*",8      -return-
```

If the program uses disk files, you MUST format a blank diskette for storing your data. See your 1541 or 1571 disk manual for instructions. If you are using the DOS Wedge from your 1541 Demo Diskette, type:

```
>NØ:my-own-stuff,xx -return-
```

...where "my-own-stuff" is any 16 character disk header and "xx" is any 2 character disk number.

REQUEST FOR TECHNICAL ASSISTANCE

Enclose photocopy of sales slip (or other proof of purchase), disk copy of your own data (if applicable), notes about screen behavior, and anything else which looks like a clue. Protect any diskette sent to us with a piece of cardboard. Allow two weeks for response(s).

ALL warranty service work is done by mail and ONLY at this address.
Send to: BRILEY SOFTWARE, Box 2913, Livermore, CA 94550-0291

Name of Program..... Date of Purchase.....

Brand/Model of Computer.....

Brand/Model of Printer.....Disk Drive.....

Your Name.....

Mailing Address.....

City..... State..... Zip.....

Description of Problem: (Attach additional sheets if needed)

DATA BASE ENTRY

When you have all your departments and grocery items coded, you will soon be ready to load the data items onto the tail end of this program beginning at line 1000.

Load the program into the computer and then, after getting the READY signal, type LIST 1000-9000.

```
1000 REM * REPLACE THIS SAMPLE DATA WIT
H DATA FROM YOUR OWN GROCERY STORE*
1010 DATA DENTAL,M,0
1020 DATA C1,CREST,1.06,C2,LISTERINE 18
Z,1.19,C3,SCOPE,1.61,C4,AQUA FRESH,.98
1030 DATA DAIRY,F,0
1040 DATA E1,SKIM MK 1/2,.82,E2,2% MILK
1/2,.94,E3,2% MILK GAL,1.83
1050 DATA E4,YOGURT,.38,E5,LRG EGGS,.75
,E6,CUBE MARG,.56
1060 DATA BREAKFAST,F,0
1070 DATA J1,GRAPE NUTS,1.40,J2,RAISIN
BRAN,1.45,J3,LIFE,1.43,J4,CHEERIOS,1.14
1080 DATA CHIPS & COOKIES,F,0
1090 DATA Q1,CHEETOS 6PK,.79,Q2,POP COR
N,.88,Q3,CRACKERS,.82,Q4,WALNUTS,2.37
1100 DATA R5,MARSHMALLOW,.42,Q6,WHEAT T
HINS,1.20
1110 DATA Q8,LTL DEBBIE,.79,Q9,ZINGERS,
1.19,Q10,TRAIL MIX,2.05
9000 DATA 0,STOP,0
READY.
```

Figure 5.

If you prefer to send the data to the printer, then type the following two lines. The result will look like Figure 6.

```
OPEN1,4:CAD1:LIST1000-9000
PRINT#1,CHR$(10):CLOSE1
```

```
000 REM * REPLACE THIS SAMPLE DATA WITH DATA FROM YOUR OWN GROCERY STORE*
010 DATA DENTAL,M,0
020 DATA C1,CREST,1.06,C2,LISTERINE 18Z,1.19,C3,SCOPE,1.61,C4,AQUA FRESH,.98
030 DATA DAIRY,F,0
040 DATA E1,SKIM MK 1/2,.82,E2,2% MILK 1/2,.94,E3,2% MILK GAL,1.83
050 DATA E4,YOGURT,.38,E5,LRG EGGS,.75,E6,CUBE MARG,.56
060 DATA BREAKFAST,F,0
070 DATA J1,GRAPE NUTS,1.40,J2,RAISIN BRAN,1.45,J3,LIFE,1.43,J4,CHEERIOS,1.14
080 DATA CHIPS & COOKIES,F,0
090 DATA Q1,CHEETOS 6PK,.79,Q2,POP CORN,.88,Q3,CRACKERS,.82,Q4,WALNUTS,2.37
100 DATA R5,MARSHMALLOW,.42,Q6,WHEAT THINS,1.20
110 DATA Q8,LTL DEBBIE,.79,Q9,ZINGERS,1.19,Q10,TRAIL MIX,2.05
000 DATA 0,STOP,0
```

Figure 6.

Now you are at the end of the program where the data statements will be entered starting at line number 1000.

First erase the sample data statements by typing their corresponding line number and hitting Return. If you have a "Tool Kit" you can "Delete" these line numbers.

Now you are ready to enter the information compiled from your store and coded like Figure 4. Simply type in a line number, DATA, and information like the following examples:

1000 DATA DRUGS,M,Ø

1010 DATA A1,ASPRIN,1.19,A2,TYLENOL,.97,
A3,Q-TIPS,1.14

1020 DATA BREAKFAST,F,Ø

1030 DATA J1,GRAPENUTS,1.40,J2,RASIN BRAN,
1.45,J3,GLDN GRAHAMS,1.23,J4,LIFE,1.34

Your last data line must always be:

9000 DATA Ø,STOP,Ø

Check the program for syntax errors by running the Master List, and then save the program in your normal manner by rewinding a tape and typing SAVE "GROCERY MART" or the name of your grocery store. It is a good idea to save a backup program

PRICE UPDATE OR ADDING ITEMS

After your shopping trip you will want to have the computer run you a new Master List for the cupboard door. However, prior to this you may want to change a price or two or add some new items. This is done by loading the program, hitting Shift/Stop and look for the computer "READY".

Now if you have a printed listing, refer to it. If not, list out the program on your printer starting with line 1000 to list out all your data statements. Keep this listing as a reference for future update and price changes.

PRICE UPDATE

With data print-out in hand, look for the item where you want to change a price. Type "LIST" and that line number. When the line appears on the screen, move the cursor over to the old price and type in the new price, then hit Return to store the change. Note: if you have a PET "Tool Kit", type i.e. FIND 2% MILK and your computer will automatically find the line showing the 2% MILK.

ADD GROCERY ITEM

With data print-out in hand, look for the department and other items in this department. List the line number showing the last items in that department. After the last item, add your new item, code, description, and price. Note, you may want to insert an item in the middle of the department. This can be done by using your insert key if you have room on the line or typing a new inbetween line and data statement. You don't have to change all the codes, just use the next one in sequence for that department so as not to duplicate an Alpha Numeric code in that department.

It is hoped these instructions have answered all your questions on how to use your "Grocery Mart" program. However, if you are still having problems, please feel free to contact your nearest software dealer.

Note --- Once you have made some program changes, be sure and save the program again on tape.

MASTER LIST WORKSHEET

FOOD TAX -
MERC.TAX -11
11

Department, Type, 0

Code	Item	Cost	Code	Item	Cost

Department, Type, 0

Code	Item	Cost	Code	Item	Cost

Department, Type, 0

Code	Item	Cost	Code	Item	Cost

GROCERY MART

(c)1980, Harry H Briley

You may photocopy this worksheet for your personal use in order to obtain data for GROCERY MART.

OTHER STUFF

Most, but not all, actions avoid using the RETURN key. If you accidentally drop into the READY state, then type the word CONT and tap the RETURN key. This will return you exactly to where you left the program.

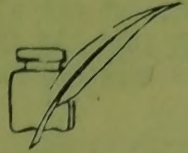
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This ALSO applies to SCHOOLS and CORPORATIONS. Instead of textbooks, we publish programs. Just as you order multiple copies from BOOK publishers, we expect the same courtesy towards our programs.

BRILEY SOFTWARE

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LIVERMORE, CA 94550



GROCERY MART If you are concerned about the high cost of your groceries, having problems with your food budget, and hate to spend a lot of time at the grocery store, then your PET Computer and this program can be a real help. You will soon become an efficient cost conscious shopper and will be able to save the cost of this program in an extremely short time. Everyone will be able to do their shopping with minimal time and effort using a computer generated list.

Complete instructions are given for pre-recording your data. No data tape needed! Adaptable to disk usage. May be used as companion to our other program called DINNER'S ON!

All programs are written with you, the user, in mind. The interaction is simple and self-directed by cues that ask for your responses.

These programs use the Anadex, Commodore, or equivalent printers as an option by the user. Data is sent parallel as unit #4.